Sixers Cricket League – CHDCA 40 Over Playing Conditions Summary

Except as varied hereunder, the MCC Laws of Cricket 2017 Code – 4th edition 2026 shall apply.

Preamble – Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

Version	Date	Details
1.0	30 September 2024	Final
1.1	28 October 2024	Formatting
1.2	3 January 2025	Include 1st Grade fielding restrictions & Powerplays
1.3	30 September 2025	Reflect new PC changes
1.4	12 October 2024	Ball – Colt instead of Practice, innings clarification for interrupted and uninterrupted matches, wide definition
1.5	16 October	Slow play penalised with restriction to fielders and leg side wide for 1st Grade only.
1.6	30 September 2026	MCC Laws 4th Edition 2026

General Information

A team shall consist of up to 12 players.

- Must have 7 players at the ground within 15 minutes of commencement, otherwise forfeit.
- Any junior playing seniors must be 13 unless exemption received.
- Teams entered on Play HQ
- All players under 19, 18, 17, 16, 15 or 14 years of age must be identified
- The wearing of helmets for underage players whilst wicket keeping over the stumps or fielding within 7 metres of from the batter's position on the popping crease on a middle stump line.

In the absence of official umpires, where the captains are in disagreement over the fitness of the ground, weather and light for play, the status of the match at the time of the disagreement is to continue until such time as mutual agreement is achieved, or the scheduled finishing time for the match is reached or the minimum quota of overs has been attained, whichever is the latest.

Cricket Ball Requirements: 4-piece Kookaburra Senator or ball of better quality for turf pitches. 2-piece Kookaburra Colt 156grm or ball of better quality for synthetic pitches.

E- Scoring

The home team is responsible to have a device available and fully charged to E-score and the away team must supply a scorebook. Full scores / match details are to be lodged by the home team into Play HQ no later than 48 hours after the completion of the match or lose 2 points.

Policies, Procedures, and Timings

- The afternoon tea interval is 20 minutes, at end of first innings unless all in agreement to shorten.
- A drinks break, not exceeding 5 minutes will be taken at the halfway mark of each session
- When adverse weather delays the start of a match, no game shall commence after 4:30pm
- Play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash.
- Cricket NSW Heat Policy is to be adhered to.
- The scheduled playing time is from 1pm to 640pm.

Uninterrupted Match

- **1st Grade only** – If the team fielding fails to bowl the required number of overs by the scheduled time for cessation of the session, the over in progress shall be completed and the bowling team will be restricted to 4 players outside of the fielding circle for the remainder of the innings.
- No penalty in other grades for slow play and both to bat 40 overs.

Interrupted Match

- Play shall be extended beyond the scheduled finishing time for up to 30 minutes to compensate for loss of playing time due to rain or bad light providing light permits.
- The object should be to rearrange the number of overs so both teams have the opportunity of batting for the same number of overs (minimum of 15 Overs each Team). The match shall be abandoned if no play is possible before 4.30pm.
- DLS to be used if interrupted match. Use eScore to calculate.

Bowling & Fielding

Discretion should be used in calling a wide in 3rd Grade. If the player is not able to reach the ball while standing in original stance, the ball should be deemed a wide.

First Grade fielding restrictions apply with Powerplays

Length of Spells (not spin)

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A DAY'S PLAY
Under 19	6	18
Under 18	6	18
Under 17	6	16
Under 16	6	16
Under 15	5	12
Under 14	5	10
Under 13	4	8

No ball – Free hit for all no balls
Any ball which has pitched:

a) on the side edge of the concrete or,
b) on the grass protruding from the side edge of the concrete or,
c) on the grass to the side of the pitch

Shall be called a No ball. In each instance above, Dead ball shall also be called.

Any delivery hitting a transverse join in the synthetic grass or any damaged part of the pitch, shall be called Dead ball and be re-bowled.

A bowler shall be limited to two (2) fast short-pitched deliveries per over (passed above the shoulder height of the striker standing upright at the crease). A ball that passes clearly above head height of the batter, shall call and signal "Wide".

As a guide, an official warning should only be given against a bowler for a high full toss delivery if the umpire answers YES to each of these questions –

- Was the ball delivered full pitch above the waist of the striker.
- Was the delivered ball directed at the body of the striker.
- Whether or not the ball is struck by the batters, If the delivered ball had hit the striker in the body would it have potentially caused injury.

First and final warning. If repeat, then bowler is taken out of attack and not able to return.

Judging a Wide

- the ball passes above the head height of the striker standing upright at the popping crease.
- The ball will be considered as passing wide of the striker unless it is sufficiently within reach for the striker to be able to hit it with the bat by means of a normal cricket stroke.
- A delivery passing the striker on the off side outside the Off Side Wide Guideline shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded.

1st Grade Only

- A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:
    - the ball passes between the striker and the stumps.
    - the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
    - the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.

At all times, an underage player (17 and under) when wicket keeping up to the stumps, a wicket-keeper shall wear a protector as well as a compliant helmet fitted with a grille. Boundary markers must be placed a minimum distance of 2.74 metres (3 yards) inside the perimeter fencing, At the instant of the bowler's delivery, there may not be more than five (5) fielders on the leg side. In the event of infringement by any fielder, either umpire shall call and signal No Ball.